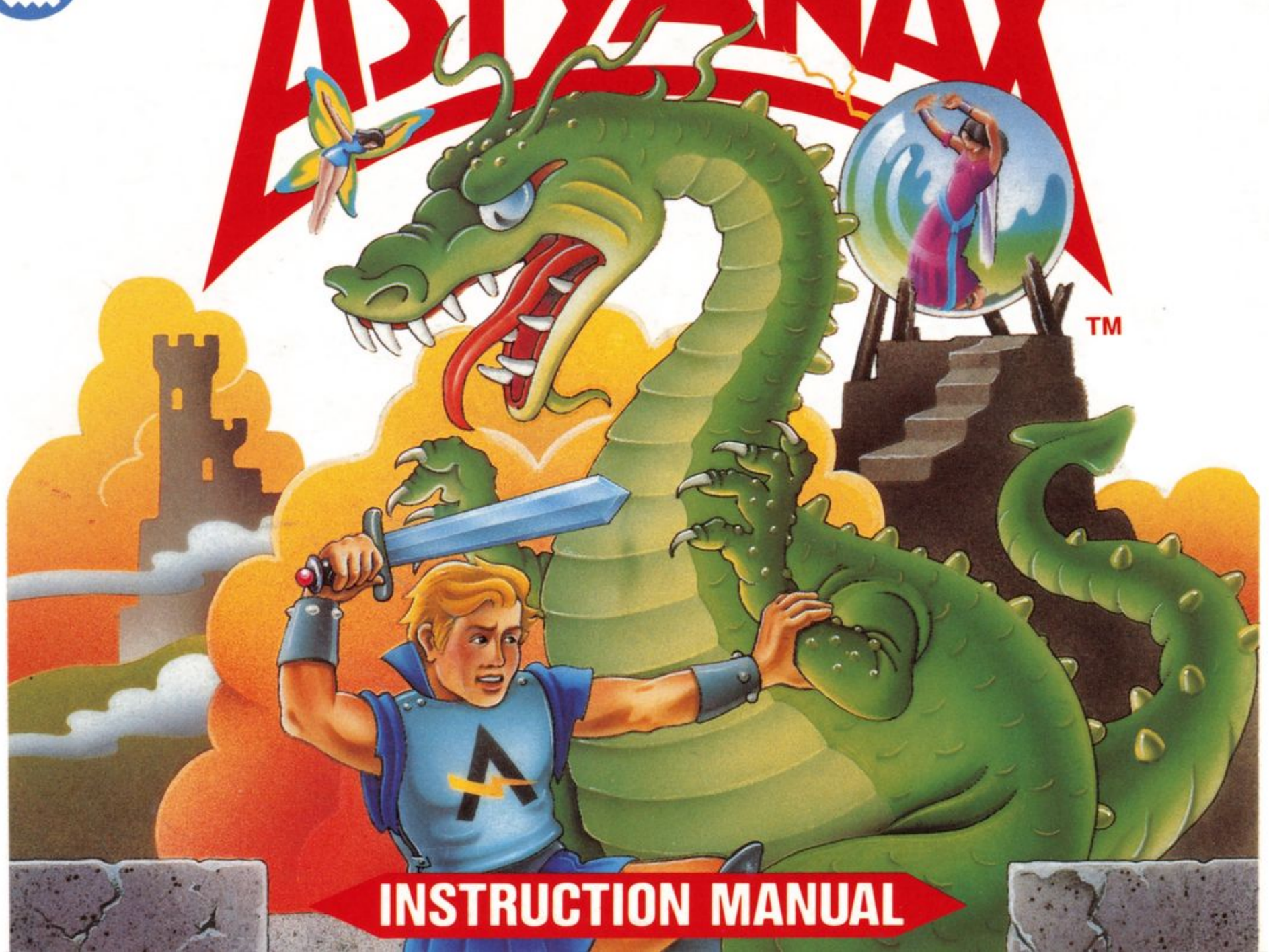
JALECO

NES-YX-USA

ASTYANAX™



INSTRUCTION MANUAL

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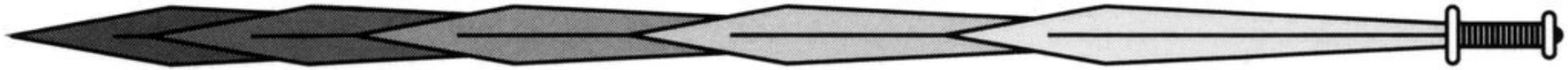

THANKS FOR BUYING ASTYANAX FROM JALECO. IT'S JUST ONE OF MANY NEW AND EXCITING GAMES WE WILL BE BRINGING OUT FOR YOUR NES.

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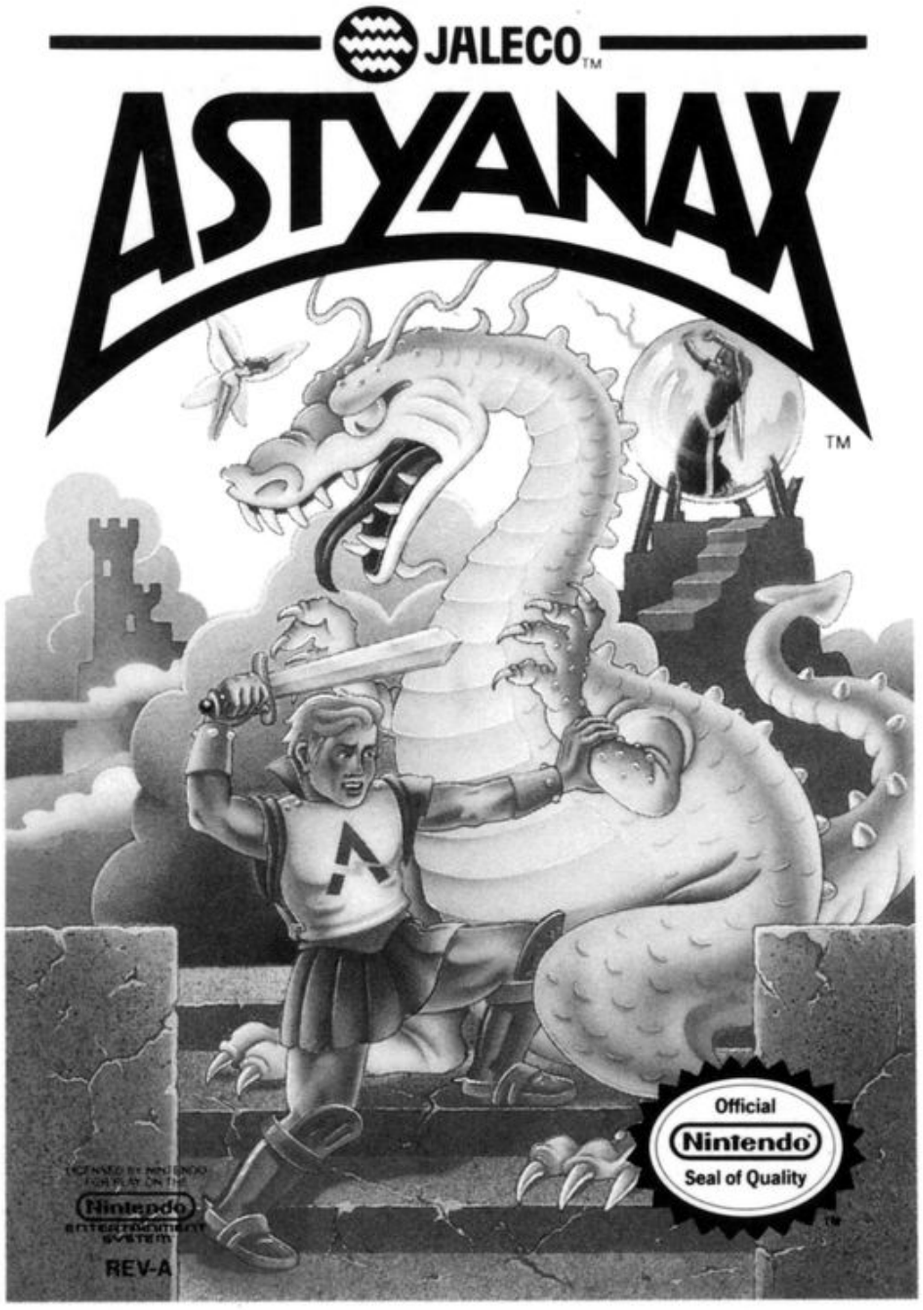


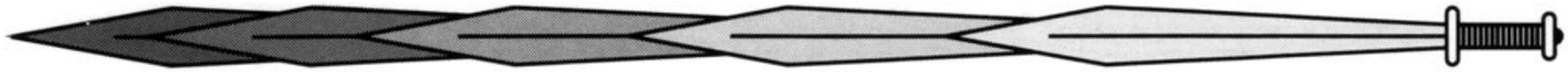
DREAMS

The girl is beautiful. Probably the most beautiful girl you have ever seen. But she seems sad...or afraid. She is caught; trapped in some sort of bubble. And there is someone standing by her, someone dark—EVIL!

She looks towards you and calls...

ASTYANAX...ASTYANAX!!!

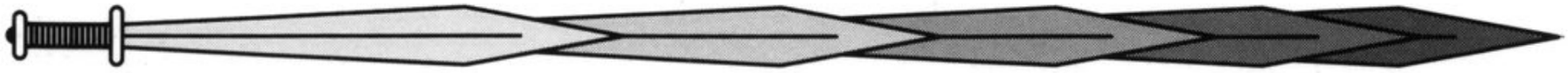
And then, you wake up.



You are Astyanax, a 16-year-old student at Greenview High, and you haven't had a whole lot of sleep lately. A beautiful girl has been invading your dreams, along with something sinister. She is being held captive; you're not sure where. All you know is you're running late for Algebra and can't worry about strange fairy tales.

GATE TO REMLIA

As you head home from school later that day, the questions of this morning appear again in your mind. Who is that girl? And who is keeping her in a bubble?? You're so lost in thought, you barely notice the sky change colors and the sun become a blinding ball of purple fire. And then, everything goes black...



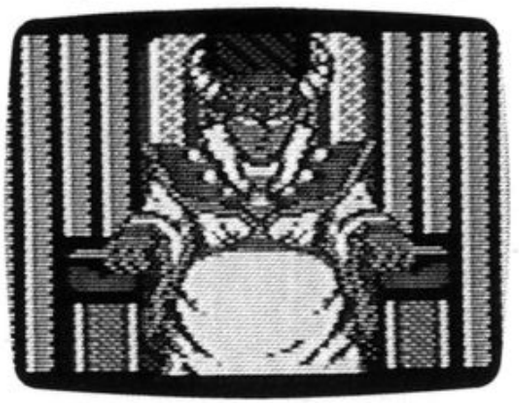
CAST OF CHARACTERS

Astyanax: (Our hero!) A freshman at Greenview High. Astyanax has been selected by the people of Remlia to rescue Princess Rosebud from the castle of the evil wizard, Blackhorn.

Princess Rosebud: Ruler of Remlia, captive of Blackhorn. Imprisoned, but far from helpless.

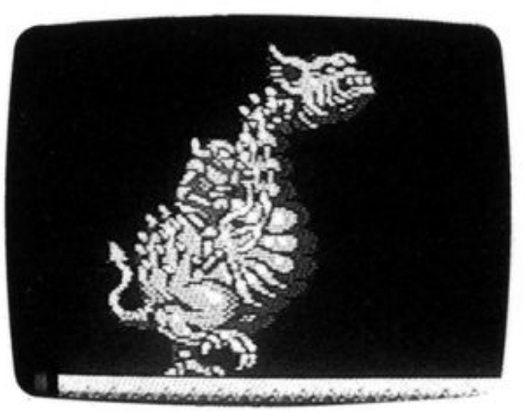
Cutie: Friend and advisor of Princess Rosebud. She will be Astyanax's personal tour guide for his long journey.

Blackhorn: The evil wizard. He has kidnapped Princess Rosebud because he hopes to drain her magical powers and add them to his own—all in an effort to rule the world. And he wonders why people always refer to him as the "evil" wizard Blackhorn.



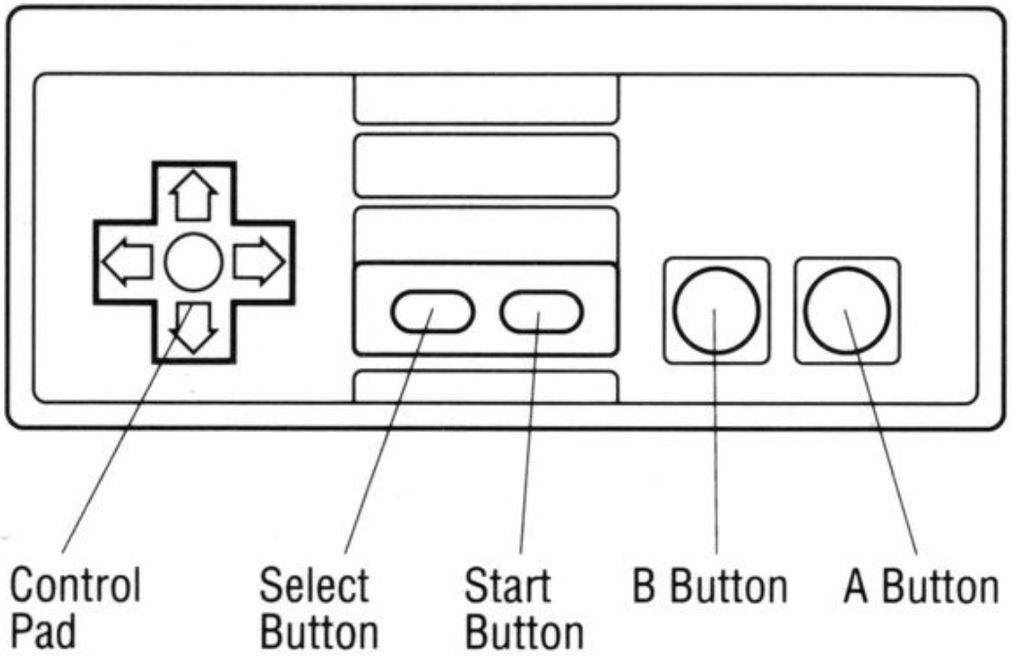
Thorndog: A heart of stone, a face of bone. Thorndog is the chief lackey, err, advisor of Blackhorn. A powerful magician with a bad attitude.

Caesar: Monstrous creature with a gland problem. Blackhorn's pet. Also known as Gremlinface, The Thing That Walks Like A Chicken, and Daphne (but only to its closest friends).



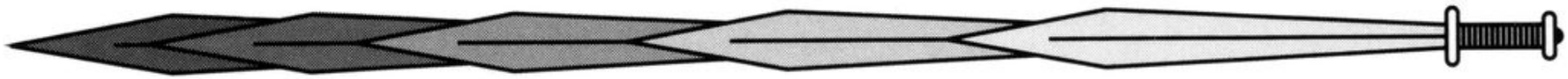
HOW TO USE THE CONTROL PAD

• Controller #1 is the only control pad used in Astyanax.



Start Button

• To start the game.
• To pause the game.
• To skip from story to game play.



- To change Astyanax's magic spell (used in conjunction with control pad).
- To restart game after losing all lives (will restart from the last level).

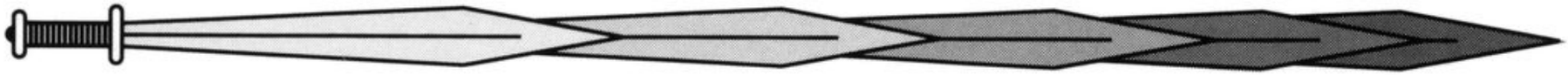
Control Pad

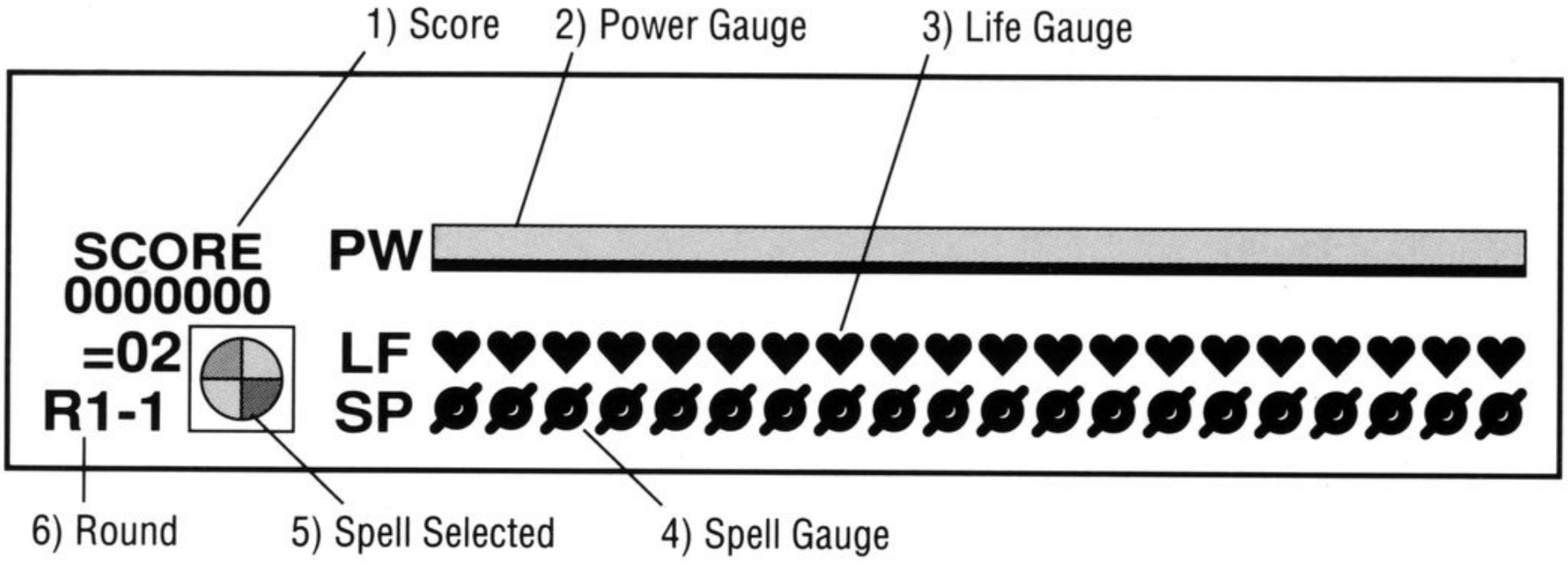
- To move Astyanax.
- To cast a spell (upper portion + B button).
- To duck (lower portion).

A BUTTON
- To make Astyanax jump.

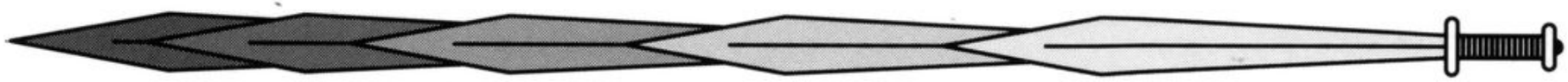
B BUTTON
- To use weapon.
- To use magic spell (when pressing "up" on control pad).

- SELECT button is not used in Astyanax.





1) Score.
2) Weapon Power: Attack is more powerful when gauge is full.
3) Astyanax's Body Strength: When gauge hits zero, Astyanax will lose one life. Weapon will change to less powerful one.
4) Spell Power: Gauge will decrease when Astyanax casts a spell. Will only be replenished at end of a round, or by Cutie.
5) Spell Select: Shows what spell is currently selected.
6) Round: Current location.

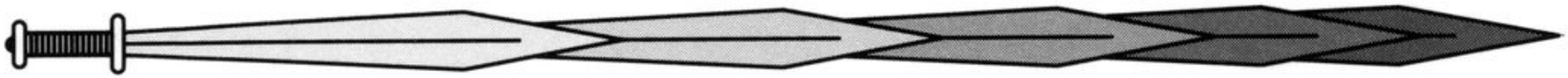


WEAPON	Damage To Enemy	Consume Spell Gauge	Increase Spell Effectiveness
BROAD AX	**	**	**
SPEAR	*	*	*
SWORD	***	***	***

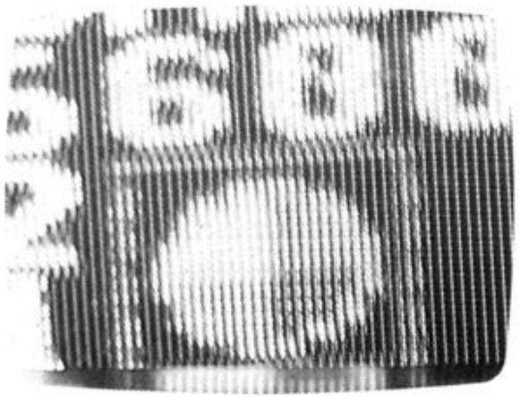
* = Least
** = Middle
*** = Most

WEAPONS:

There are three different weapons Astyanax can wield. Each weapon not only does a certain amount of damage to enemies, but also enhances Astyanax's spell power, and determines how much energy will be used when Astyanax casts a spell.

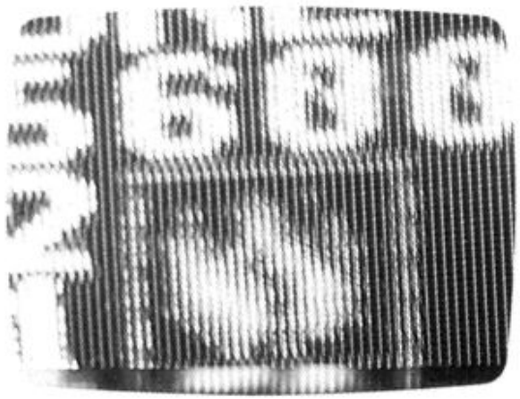


SPELLS:

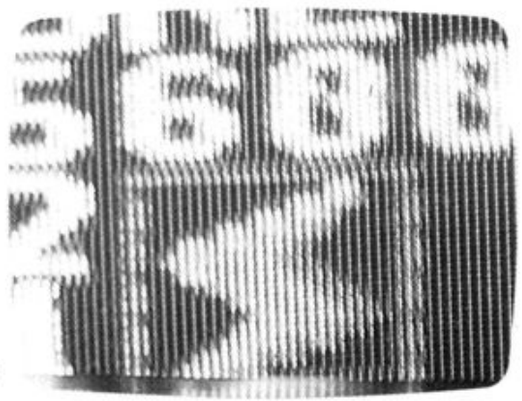


Astyanax can use three different spells to aid him in his battles. Each spell uses a certain amount of spell energy and can only be used if there is enough energy left in the spell gauge.

Bind—Freezes enemies for several seconds. Uses less energy than Astyanax's other spells.



Blast—Damages all enemies within range. Consumes less energy than "Bolt," but also does less damage.



Bolt—Most powerful spell, causes extreme damage to all enemies on screen. Consumes most energy of all spells.

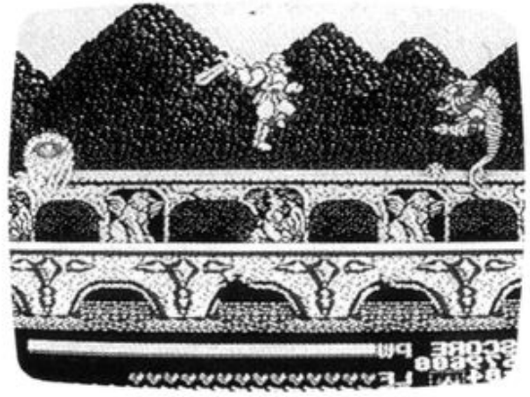
NOTES, HINTS, ETC.

The Maze of Castle Terenea: To teleport through a door in the Castle Terenea, press the "up" portion of the control pad when Astyanax is standing in the doorway.

Note: The "up" arrow must be held for 3 seconds to successfully teleport.

Free men

Free men are awarded at:
100,000 points
200,000 points
400,000 points
and every 200,000 points thereafter.

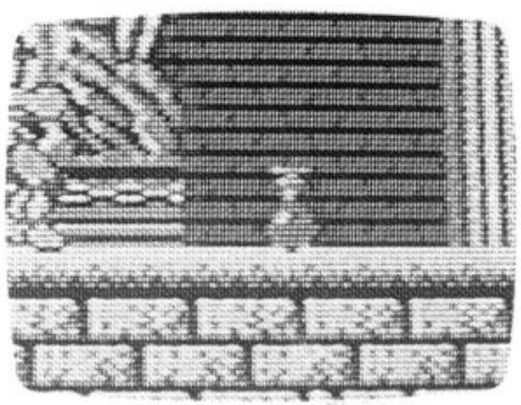


ITEMS:

The following items can be found when Astyanax smashes stone idols with his weapon:

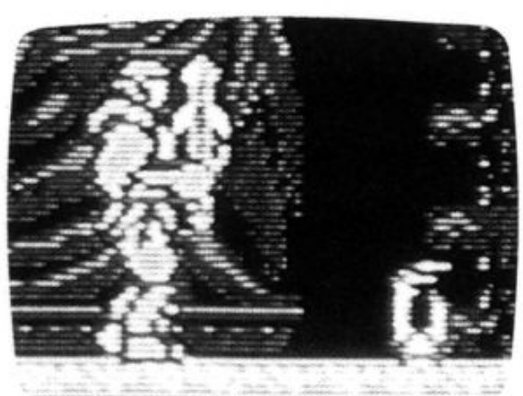
Change Weapon

Changes weapon to next type
Ax = > Spear = > Sword



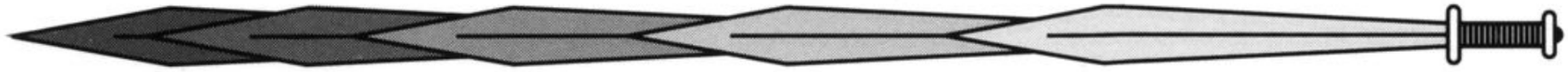
Potion

Red: Recover 3 points on life gauge
Blue: Recover full life gauge



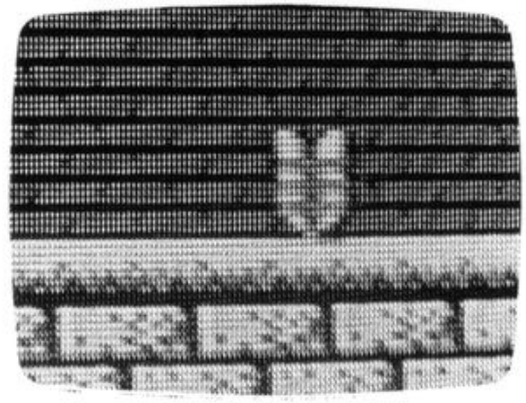
Power Supply

Increases power gauge of weapon.



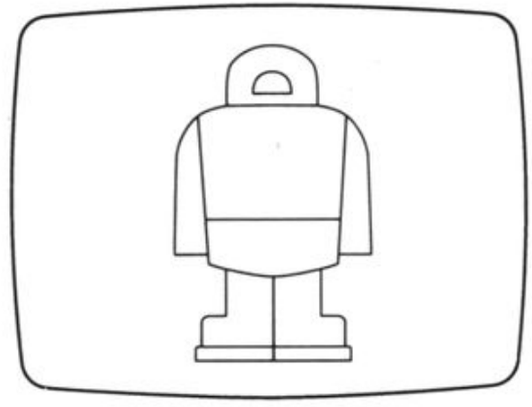
Wings

With this item, Astyanax can swing his weapon quicker than usual.



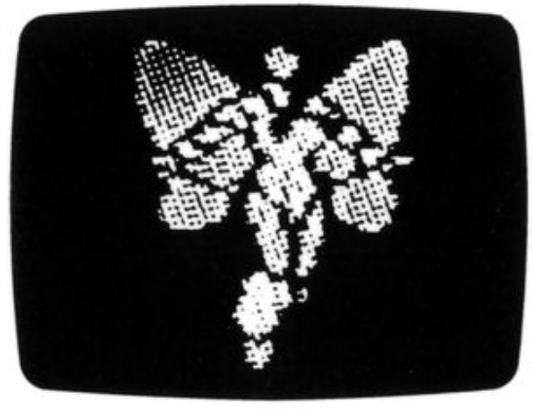
1 Up

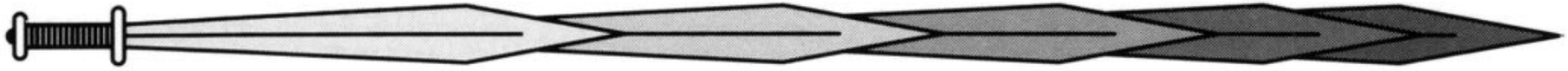
One free life.



Cutie

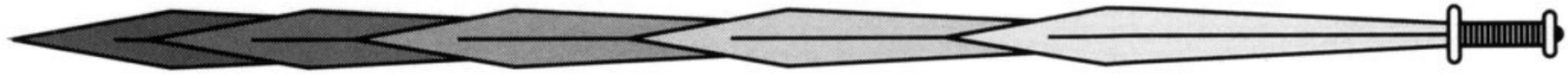
—Either increasing spell gauge (by pushing "up")
—Change weapon (by pushing down, then left or right)





TAKING CARE OF YOUR JALECO GAME

- This Jaleco Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.
- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.
- Always make sure your NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the Nes Control Deck.



HELP JALECO INVENT NEW GAMES YOU'LL LIKE

Jaleco is always developing video games for your Nintendo Entertainment System,® and we'd like your help. Answer these questions, and then send us your name and address. We'll put you on our mailing list to get the most up-to-date information on Jaleco games.

Name _____ Age _____ Male/Female _____

Address _____

City _____ State _____ Zip Code _____

How did you get this game? ☐ bought it ☐ got as gift

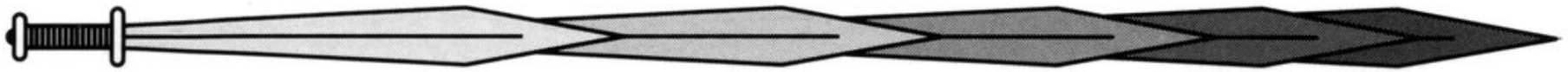
How many games do you own for your Nintendo? _____

How long have you owned your Nintendo? _____

Does your Nintendo have any other accessories? _____

☐ gun ☐ power glove ☐ power pad ☐ other joystick ☐ U-force

If you own another joystick for your Nintendo, which one is it, and why did you want another stick? _____



What kind of games do you like to play on your Nintendo?

☐ role-playing ☐ movie hits ☐ arcade titles ☐ sports games

☐ war games ☐ adventure ☐ driving games

How often do you play your Nintendo?_____

Do you ☐ play alone? ☐ with friends?

How do you learn about new games for your Nintendo? ☐ friends

☐ advertising ☐ call Nintendo ☐ call other companies ☐ from TV

Which TV shows do you watch?_____

Which magazines do you read?_____

_____

Which movie did you last see?_____

Do you have any brothers?_____ how old?_____

Do you have any sisters?_____ how old?_____

Thanks for answering our questions and telling us about yourself and what you like to play. Return this form to:

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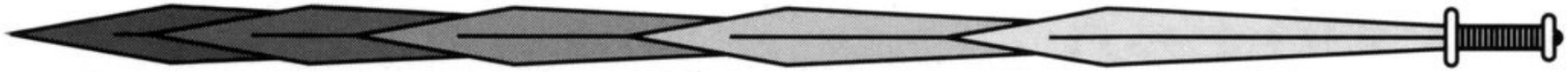

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures.

—Reorient the receiving antenna
—Relocate the NES with respect to the receiver
—Move the NES away from the receiver
—Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio/TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

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